



darkSector™

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zero



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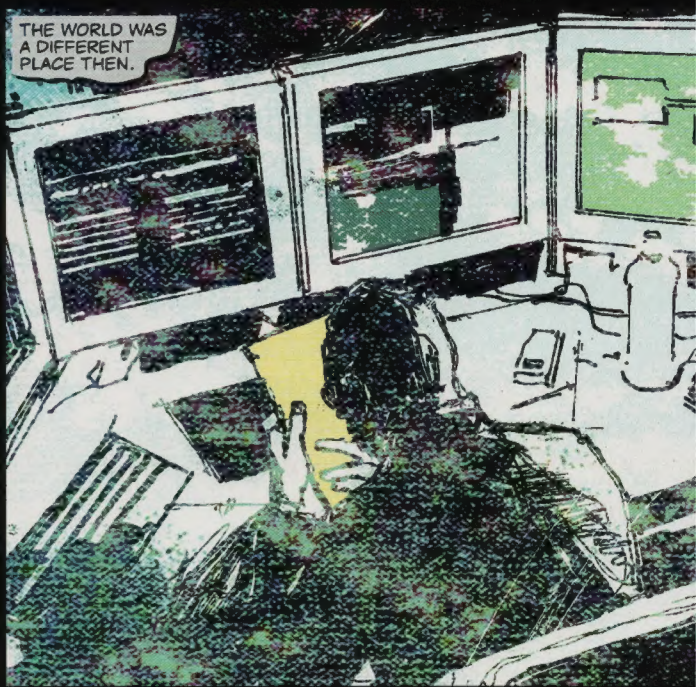
THERE WAS A TIME WHEN WORKING FOR THE AGENCY WAS SOMETHING TO BE PROUD OF.



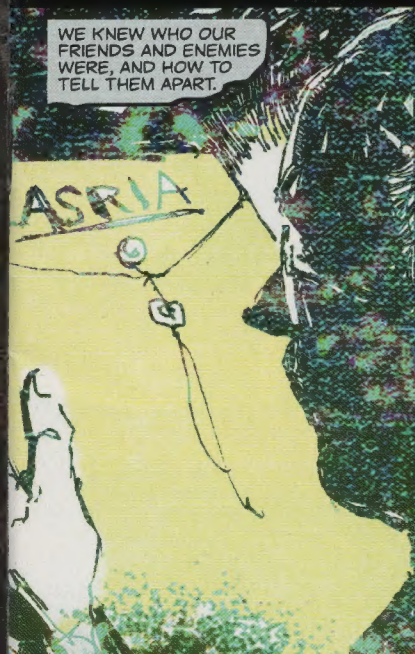
SOMETHING THAT PEOPLE RESPECTED AND ADMIRED.



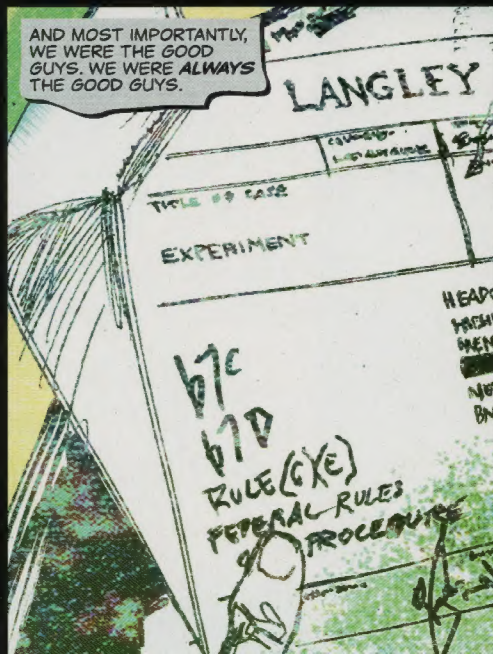
THE WORLD WAS A DIFFERENT PLACE THEN.



WE KNEW WHO OUR FRIENDS AND ENEMIES WERE, AND HOW TO TELL THEM APART.




AND MOST IMPORTANTLY, WE WERE THE GOOD GUYS. WE WERE ALWAYS THE GOOD GUYS.



hall, just around the corner in
killed 10 persons
fication of the
zens of
ened and sadd
ever had
fully lay on hi
e n
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signaled gener

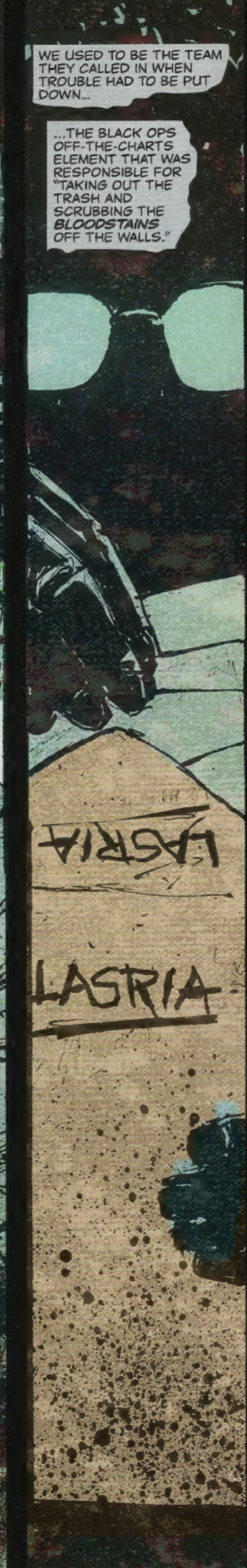
WE KEPT THE WORLD SAFE FROM CORRUPT KINGS AND BRUTAL WARLORDS...

...FROM DESPOTS AND DEMAGOGUES.




THEN THE WORLD
CHANGED. THE LINES
BLURRED.

THINGS GOT
MESSY.



WE USED TO BE THE TEAM
THEY CALLED IN WHEN
TROUBLE HAD TO BE PUT
DOWN...

...THE BLACK OPS
OFF-THE-CHARTS
ELEMENT THAT WAS
RESPONSIBLE FOR
"TAKING OUT THE
TRASH AND
SCRUBBING THE
BLOODSTAINS
OFF THE WALLS."



WE WERE SENT TO
CHERNOBYL, AND WERE
THERE FOR THE BAY OF
PIGS FIASCO...

LASRIA

LASRIA

...BUT NOTHING
COMPARES TO
LASRIA.




WITH ITS PICTURESQUE COUNTRYSIDES AND PROGRESSIVE GOVERNMENT, THE REPUBLIC OF LASRIA WAS ONCE THE PRIDE OF EASTERN EUROPE...

...ENJOYING HUNDREDS OF YEARS OF PEACE AND PROSPERITY, EVEN AS THE NATIONS THAT SURROUNDED IT ENDURED CENTURIES OF WARS, OCCUPATIONS AND VIOLENT UPEHAVALS...

...BUT IN MAY OF 1941,
THE NATION'S
TRANQUILITY WAS
SHATTERED AS THE
AXIS POWERS
MARCHED IN AND
QUICKLY *DISMANTLED*
LASRIA'S SCANT
DEFENSES.



AS WORLD WAR II DREW TO A CLOSE,
THE CITIZENS CHEERED AS THEIR
RUSSIAN LIBERATORS ROLLED
THROUGH THE STREETS.



BUT THEIR
HAPPINESS WAS
SHORT LIVED AS
THEY REALIZED
THAT THE ONLY
DIFFERENCE
BETWEEN THE
NAZI AND SOVIET
OCCUPATIONS WAS
THE COLOR OF
THE UNIFORMS.

FOR THE NEXT SEVERAL DECADES,
LASRIA LANGUISHED UNDER SOVIET
RULE. SINCE IT HAD A PORT CITY, IT
WAS CONSIDERED A STRATEGICALLY
VITAL LOCATION, BUT OTHERWISE IT
WAS A FAIRLY UNREMARKABLE
PLACE...


...UNTIL ONE
FATEFUL DAY IN
1987, WHEN THE
INFECTION
STRUCK.

NOBODY KNEW WHERE
IT CAME FROM OR
WHO TO BLAME.

AT FIRST WE THOUGHT
IT WAS A SOVIET
EXPERIMENT GONE
AWRY.

IT WOULDN'T HAVE BEEN
THE FIRST TIME.






THIS WAS, AFTER ALL,
THE PEAK OF THE
COLD WAR, AND BOTH
SIDES WERE LOOKING
FOR ANY EDGE...


...AND NO ONE EVER
CONSIDERS THE
CONSEQUENCES OF
PLAYING GOD.

JUST ASK ROBERT
OPPENHEIMER.



IN RETROSPECT, I DOUBT THAT THE SOVIETS HAD ANYTHING TO DO WITH THE '87 INFECTION. THEY WERE JUST TOO SURPRISED. TOO UNPREPARED.

ACCORDING TO OUR INTELLIGENCE, IT TOOK THEM WEEKS TO EVEN UNDERSTAND THE BASICS— HOW IT ATTACKED THE BODY, HOW IT WAS TRANSMITTED, HOW DEADLY IT WAS.



BY THE TIME THE SOVIET
SCIENTISTS WERE JUST
BEGINNING TO COMPREHEND
WHAT THEY WERE DEALING
WITH, DOZENS OF PEOPLE
WERE ALREADY DEAD...

...BUT OTHERS
WEREN'T QUITE SO
LUCKY.

SCIENTISTS QUICKLY
REALIZED THAT WITH
THIS INFECTION,
DEATH WAS ONLY ONE
POSSIBLE OUTCOME.

IF THE VICTIM
SURVIVED THE
INITIAL ATTACK,
THE ILLNESS
DIDN'T SUBSIDE.
IT CONTINUED TO
ATTACK ITS
HOST'S DNA...


...UNTIL FINALLY--A
SHOCKING CHANGE
OCCURRED.



IT WAS, BY FAR, THE
MOST EFFICIENT
MEANS OF DISEASE
TRANSMISSION EVER
CREATED.


AND BEFORE
LONG, LASRIA
WAS OVERRUN.





WHEN MOSCOW LEARNED
OF THIS UNKNOWN
PHENOMENON THAT HAD
ENGULFED LASRIA, IT
IMMEDIATELY DISPATCHED
SOLDIERS TO CONTAIN
THE CARNAGE.

THEY PROBABLY ATTACKED
EVERYTHING THAT MOVED --
AND FAR MORE PEOPLE WERE
KILLED THAN WOULD HAVE
BEEN NECESSARY.



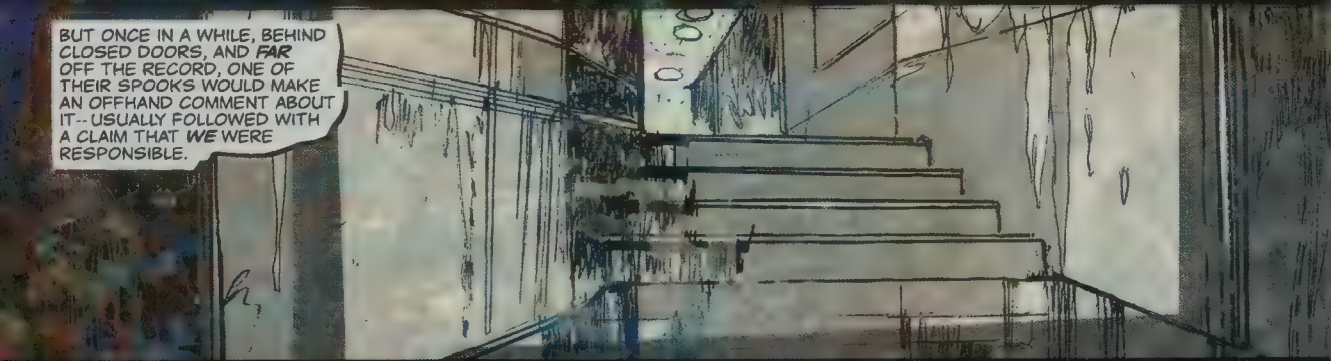
INTELLIGENCE IS EXTREMELY SKETCHY ON WHAT HAPPENED NEXT, SINCE THE SOVIETS HAD NO INTENTION OF PUBLICIZING WHAT WAS OCCURRING THERE.

WHAT WE HAVE DETERMINED IS THAT THE OUTBREAK WAS ULTIMATELY CONTAINED, AND SATELLITE IMAGERY SHOWED AT LEAST ONE LOW-LEVEL NUCLEAR DETONATION OCCURRING IN OR AROUND LASRIA AT THAT TIME.

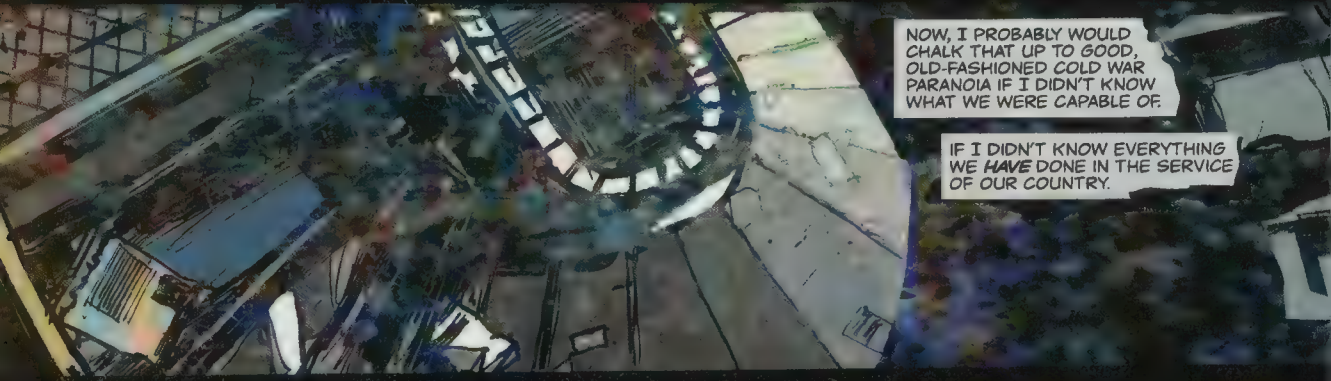
THE CONNECTION BETWEEN THOSE TWO EVENTS HAS NEVER OFFICIALLY BEEN ACKNOWLEDGED.



AFTER THE FALL OF THE BERLIN WALL, THE RUSSIANS CONTINUED TO DENY ANYTHING EVER HAPPENED IN LASRIA.

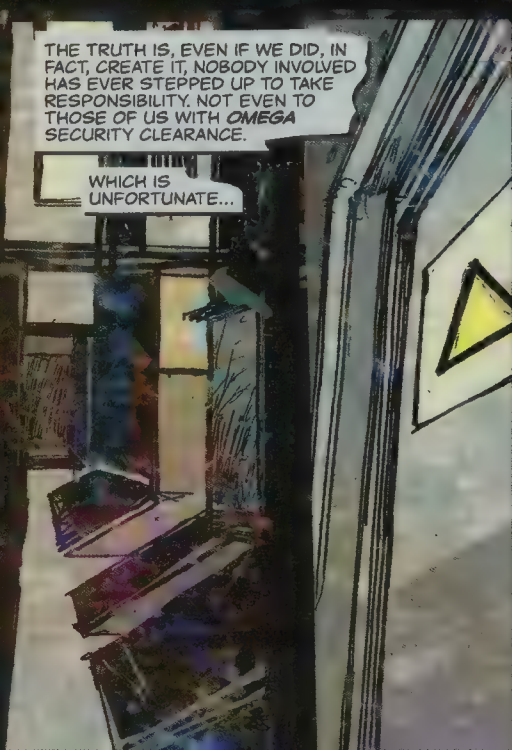


BUT ONCE IN A WHILE, BEHIND CLOSED DOORS, AND FAR OFF THE RECORD, ONE OF THEIR SPOOKS WOULD MAKE AN OFFHAND COMMENT ABOUT IT--USUALLY FOLLOWED WITH A CLAIM THAT WE WERE RESPONSIBLE.



NOW, I PROBABLY WOULD CHALK THAT UP TO GOOD, OLD-FASHIONED COLD WAR PARANOIA IF I DIDN'T KNOW WHAT WE WERE CAPABLE OF.

IF I DIDN'T KNOW EVERYTHING WE HAVE DONE IN THE SERVICE OF OUR COUNTRY.



THE TRUTH IS, EVEN IF WE DID, IN FACT, CREATE IT, NOBODY INVOLVED HAS EVER STEPPED UP TO TAKE RESPONSIBILITY. NOT EVEN TO THOSE OF US WITH OMEGA SECURITY CLEARANCE.

WHICH IS UNFORTUNATE...



...BECAUSE WE'VE RECENTLY RECEIVED SOME EXTREMELY UNSETTLING REPORTS FROM OUR AGENTS IN LASRIA.



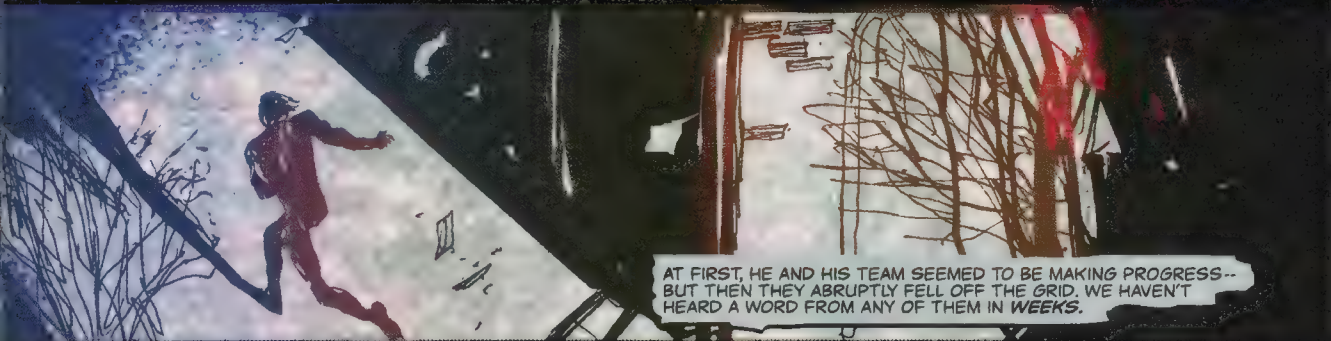
THIS TIME NOBODY IS DENYING IT.

THE VIRUS IS BACK.



THE AGENCY SENT A TEAM, LED BY COMMANDER ROBERT MEZNER, INTO THE SECTOR. WE THOUGHT WE'D HAVE TROUBLE RECRUITING PEOPLE FOR SUCH A DANGEROUS MISSION, BUT MEZNER VOLUNTEERED, UNFORTUNATELY. I WAS HOPING SOMEONE ELSE-- ANYONE ELSE-- WOULD STEP UP.

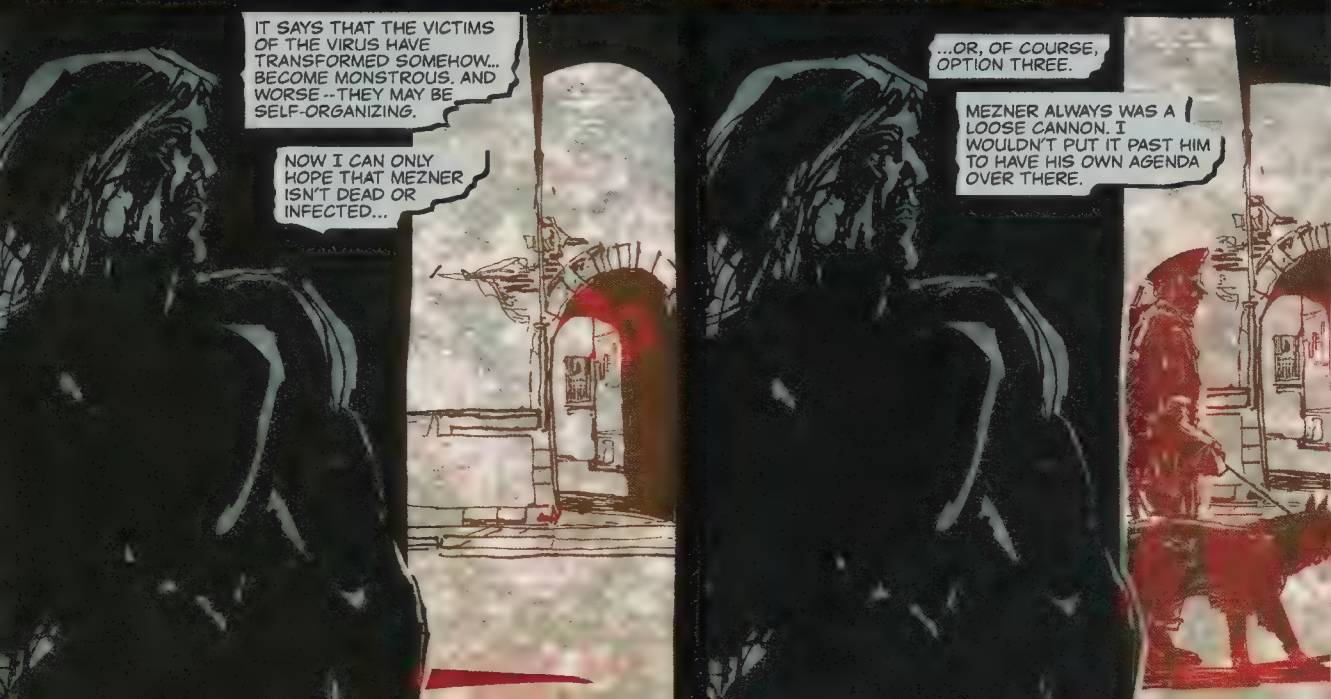
A BRILLIANT SCIENTIST, MEZNER ALWAYS DID PUT KNOWLEDGE AND DISCOVERY BEFORE HIS OWN SAFETY, OR THE SAFETY OF OTHERS.



AT FIRST, HE AND HIS TEAM SEEMED TO BE MAKING PROGRESS-- BUT THEN THEY ABRUPTLY FELL OFF THE GRID. WE HAVEN'T HEARD A WORD FROM ANY OF THEM IN WEEKS.



AND THE LITTLE INTELLIGENCE I DO GET FROM OTHER AGENTS ON THE GROUND JUST DOESN'T MAKE ANY SENSE:



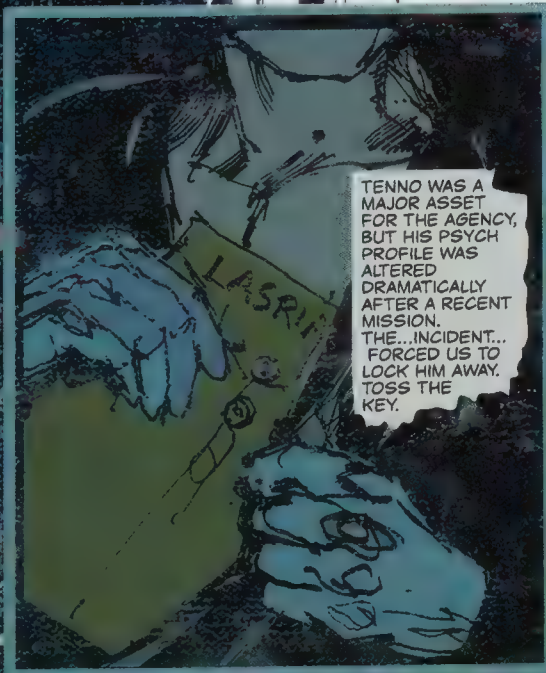
IT SAYS THAT THE VICTIMS OF THE VIRUS HAVE TRANSFORMED SOMEHOW... BECOME MONSTROUS, AND WORSE-- THEY MAY BE SELF-ORGANIZING.

NOW I CAN ONLY HOPE THAT MEZNER ISN'T DEAD OR INFECTED...

...OR, OF COURSE, OPTION THREE.

MEZNER ALWAYS WAS A LOOSE CANNON. I WOULDN'T PUT IT PAST HIM TO HAVE HIS OWN AGENDA OVER THERE.

THE PRIORITY NOW IS FINDING HIM--
AND THE TASK IS IN THE HANDS OF
(GOD HELP US) ANOTHER LOOSE
CANNON, MEZNER'S FORMER
PROTÉGÉ, HAYDEN TENNO.




TENNO WAS A
MAJOR ASSET
FOR THE AGENCY,
BUT HIS PSYCH
PROFILE WAS
ALTERED
DRAMATICALLY
AFTER A RECENT
MISSION.
THE...INCIDENT...
FORCED US TO
LOCK HIM AWAY.
TOSS THE
KEY.

I NEVER THOUGHT
WE'D NEED TO TURN
TO HIM AGAIN...

...AND THAT
GETTING TO
HIM WILL BE
NO PICNIC.

BUT HE'S MORE FAMILIAR
WITH MEZNER THAN
ANYONE, SO HE KNOWS
HOW HIGH THE STAKES
ARE...



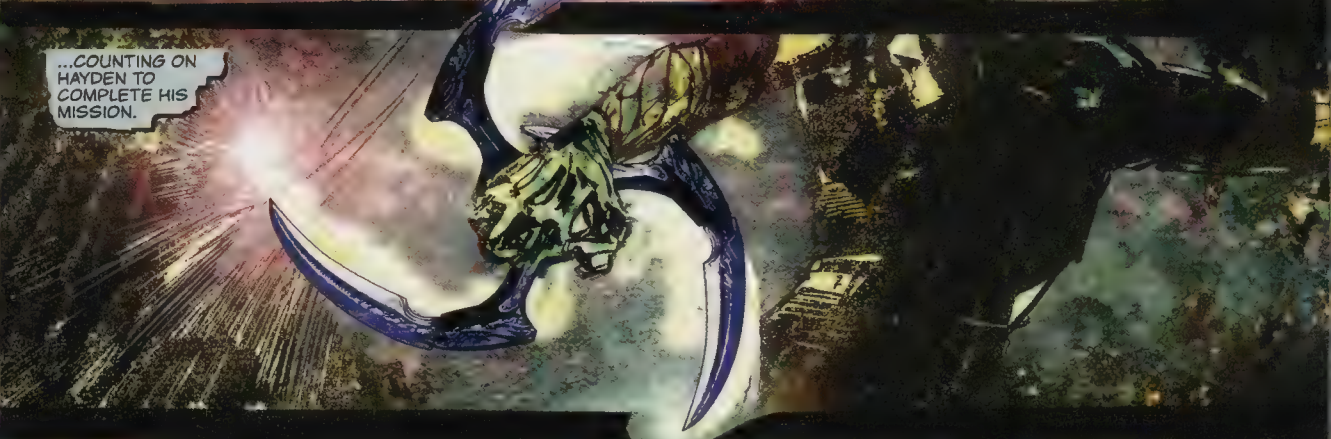
IF HE **HAS** TURNED, MEZNER
WILL UNDOUBTEDLY TRY TO
RECRUIT TENNO.

WE'VE TRIED TO INOCULATE
HIM FROM THE VIRUS.

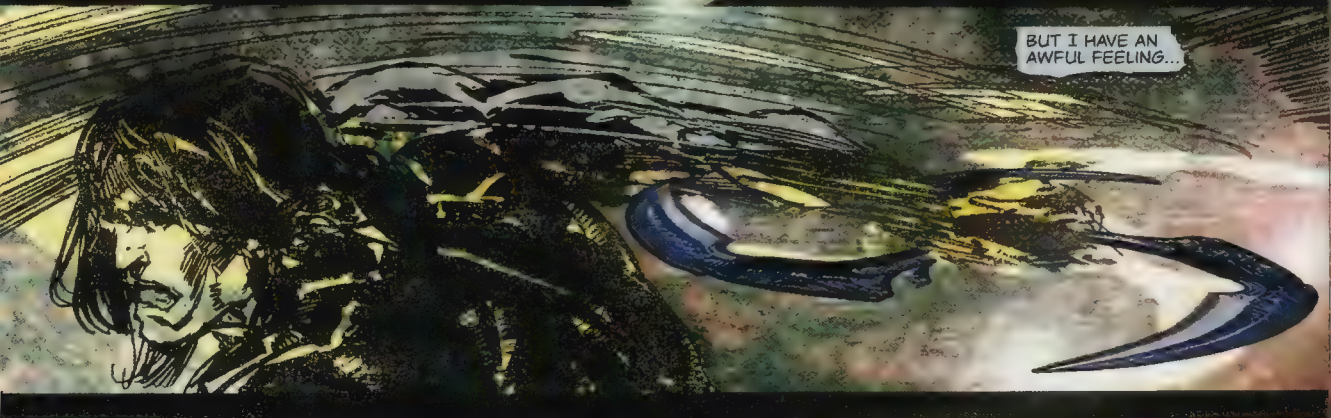
BUT WHEN IT'S ALL
AROUND HIM, WE
HAVE NO IDEA IF HIS
RESISTANCE WILL
HOLD.



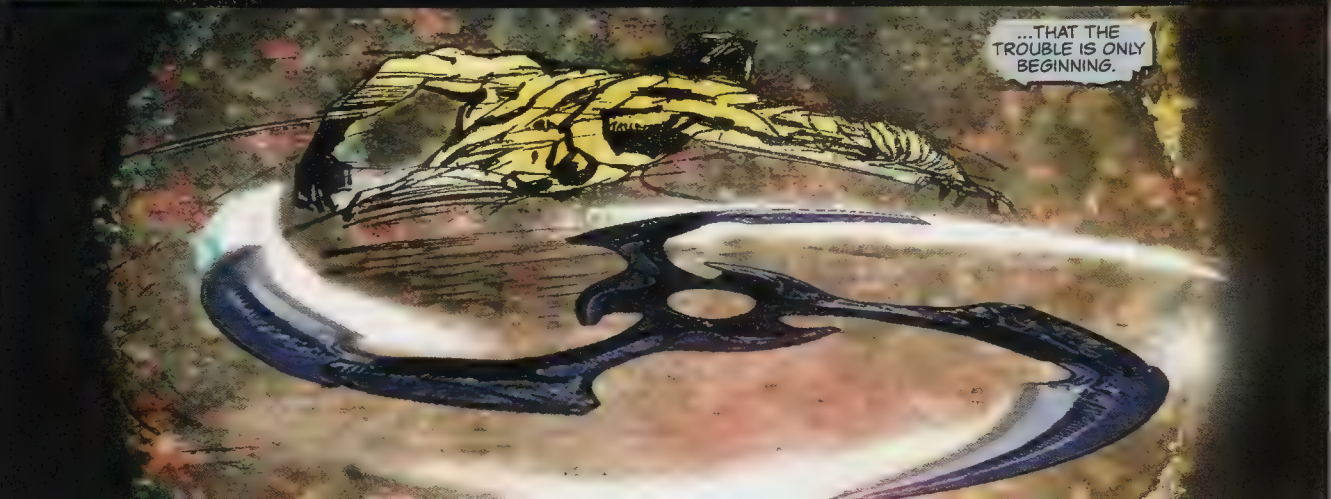
ALL WE CAN DO NOW
IS SIT AND WAIT...



...COUNTING ON
HAYDEN TO
COMPLETE HIS
MISSION.



BUT I HAVE AN
AWFUL FEELING...



...THAT THE
TROUBLE IS ONLY
BEGINNING.

THE NEW ERA BEGINS!

Ron Marz • Stjepan Sejic

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A DIFFERENT BREED

Now that you've read the comic – continue the experience in the action-packed new game, DARK SECTOR™. In this exclusive interview with Josh Austin, Producer at D3Publisher, we get the lowdown on what we can expect from the game.

Welcome Josh, thanks for taking time to talk with us today. So, what is DARK SECTOR all about?

DARK SECTOR is a new and totally original 3rd-person action-shooter designed to really showcase next-generation gaming. The game puts players into the role of Hayden Tenno, a covert operative sent on a dangerous mission into Lasria – an Eastern European city on the brink of ruin that hides a deadly Cold War secret. While on this mission, Hayden is attacked and infected by the Technocyte Virus – a brutal bio-weapon that twists its victims into mindless killing machines. Surviving this attack, Hayden finds that the Technocyte virus has granted him powerful, inhuman abilities unlike anything he has ever seen. Now, he must evolve with his powers, survive and become a hero.



Wow, sounds pretty intense. You mention super-powers; can you tell us more about that?

After being infected by the Technocyte Virus, Hayden gains these awesome superhuman powers – like the giant bladed glaive that he can grow from his arm and use and throw with deadly accuracy. As he defeats some of the more powerful enemies, he will get new powers, or new ways to use the powers he has.

What kinds of enemies will Hayden face off against?

Hayden basically gets dropped into Lasria as a 3rd party in an ongoing conflict between military types and these brutal Technocyte creatures. And everyone really sees him as a threat – the military thinks he is another creature they need to kill, and the Technocyte creatures are being controlled by the main villain in the game.

Will Hayden have to totally rely on his powers to defeat his enemies?

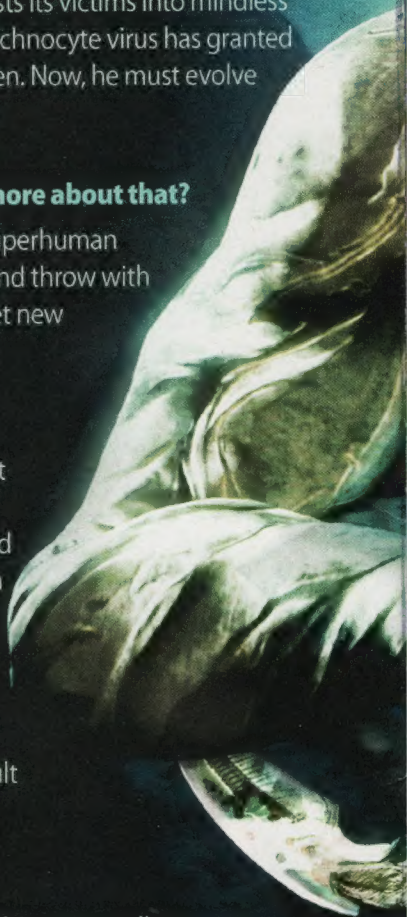
Beyond the powers, Hayden will have to rely on a strong mix of conventional weapons to back up his powers. Players will get to use pistols, shotguns, assault rifles... and a few other surprises too.

The game looks amazing, who developed it?

DARK SECTOR was created by Digital Extremes, the co-creators of Epic's Unreal. It uses an all-new game engine that really lets us push the envelope in terms of visuals and gameplay. Our goal is to really immerse the player in the game and not pull them out of the experience at any time.

Anything else you want to tell us about DARK SECTOR before you go?

DARK SECTOR is a dark, gritty experience packed with fast action, incredible superpowers and an engaging story; it really represents the next evolution of action. Oh yeah, and it's gruesomely awesome!





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PLAYSTATION 3

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RP
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